AI Planning Exercise Sheet 7

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Exercise 7.1

(a) $\Pi' = \{V, I, O, \gamma\}$ with

- $V = \{above-a, above-b, above-c, below-a, below-b, below-c\}$ $\mathcal{D}_{above-\Upsilon} = \{A, B, C, n\} \setminus \{\Upsilon\}$ $\mathcal{D}_{below-\Upsilon} = \{A, B, C, t\} \setminus \{\Upsilon\}$ where $\Upsilon \in \{A, B, C\}$
- I(a) = 1 for $a \in \{below b = t, above b = A, above a = n, below c = t, above c = n\}$ I(a) = 0 else
- $\begin{array}{l} \bullet \ O = \{move-X-Y-Z, move-X-Table-Z, move-X-Y-Table\} \\ move-X-Y-Z = \langle (below-X=Y) \land (above-X=n) \land (above-Z=n), \\ (above-Y:=n) \land (below-X:=Z) \rangle \\ move-X-Table-Z = \langle (below-X=t) \land (above-X=n) \land (above-Z=n), \\ (below-X:=Z) \rangle \\ move-X-Y-Table = \langle (below-X=Y) \land (above-X=n), \\ (above-Y:=n) \land (below-X:=t) \rangle \\ \text{for pair-wise distinct } X,Y,Z \in \{A,B,C\} \end{array}$
- $\bullet \ \ \gamma = (above{-}c = B) \wedge (above{-}a = C)$

And the addition¹ that every $above|below[:]=\Upsilon$ with $\Upsilon \in \{A, B, C\}$ implies its counterpart (e.g. above-A[:]=B also tests/sets below-B[:]=A).

(b)
$$\Pi'' = \Pi$$

(c)

¹to make this a bit less verbose and better readable

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Exercise 7.2

(a) Since both h_1 and h_2 include the blank tile, $h_1 + h_2$ is not admissible. Proof by counterexample:

$$n = 1, m = 2$$

$$s = \begin{cases} t_0 & t_1 & t_2 & t_3 \\ t_4 & t_5 & t_6 & t_7 \\ t_8 & t_9 & t_{10} & t_{11} \\ t_{12} & t_{13} & b & t_{14} \end{cases} \qquad c_2\text{-view} : \begin{cases} t_0 & - & - & - & - & t_1 & t_2 & t_3 \\ - & - & - & - & - & t_1 & t_2 & t_3 \\ - & - & - & - & - & t_1 & t_2 & t_3 \\ - & - & - & - & - & t_1 & t_2 & t_3 \\ - & - & - & - & - & t_1 & t_2 & t_3 \\ - & - & - & - & - & t_1 & t_2 & t_3 \\ t_4 & t_5 & t_6 & t_7 \\ t_8 & t_9 & t_{10} & t_{11} \\ - & - & b & - & t_{12} & t_{13} & b & t_{14} \end{cases}$$

$$h^*(s) = 1$$

$$h_1(s) + h_2(s) = 1 + 1 = 2$$

2 > 1, therefore $h_1 + h_2$ is not admissible.

(b) Basic approach: Goal awareness: for every goal state s_{γ} of the full puzzle, $h_3(s_{\gamma}) = 0$ and $h_4(s_{\gamma}) = 0$. Consistency: since a tile is accounted for in at most one of $\{h_3, h_4\}$, each step necessary to reach the goal counts as either 1 or 0 in $h_3 + h_4$.